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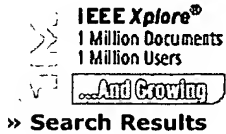
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**1 Display Aids for Remote Control of Untethered Undersea Vehicles**

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ftp.cs.columbia.edu/pub/feiner/AzumaARpresence.ps.gz

Calibration Requirements and Procedures for a.. - Tuceryan, Greer.. (1995) (Correct) (19 citations)

and Procedures for a Monitor-Based **Augmented Reality** System Mihran Tuceryan Douglas S. Greer

about those objects. In contrast to virtual reality, **augmented reality** brings the computer into the

maintenance data while repairing a complicated **automobile**, locomotive, or aircraft engine. In this second

ftp.gg.caltech.edu/pub/david/TVCG-paper.ps.Z

A Wearable Spatial Conferencing Space - Billingham (1998) (Correct) (14 citations)

aid communication. The result is a wearable **augmented reality** communication space with audio enabled

maintenance [2]navigational assistance [3] and **vehicle** mechanics [4]In such applications wearables

user performance, halving task time in the case of **vehicle** inspection [4]Many of the target application

c2000.cc.gatech.edu/classes/cs8113c\_99\_spring/readings/billinghurst.pdf

Transvision: A Hand-Held Augmented Reality System For.. - Rekimoto (1996) (Correct) (8 citations)

Transvision: A Hand-Held **Augmented Reality** System For Collaborative Design Jun

when a group of engineers is designing a new **automobile**, they would build a clay model of the

www.csl.sony.co.jp/person/rekimoto/papers/vsimm96.ps.gz

Reconstructing Textured CAD Model of Urban Environment Using.. - Zhao, Shibasaki (2001) (Correct) (7 citations)

System)and applications using virtual and **augmented reality**, details of urban out-door objects are

(e.g. 1,5,12]With the development of **automobile** navigation system, 3D GIS (Geographic

- Textured CAD Model of Urban Environment Using **Vehicle**-Borne Laser Range Scanners and Line Cameras  
[shiba.iis.u-tokyo.ac.jp/pub/publ/.../member/current/zhao/homepage/icvs2001.pdf](http://shiba.iis.u-tokyo.ac.jp/pub/publ/.../member/current/zhao/homepage/icvs2001.pdf)

Nexus - An Open Global Infrastructure for.. - Hohl, Kubach.. (1999) (Correct) (7 citations)  
like this and early prototypes of **augmented reality** applications or such that are based on an Augmented Area is of interest for Intelligent **Vehicle** Highway Systems. Another feature of the  
[www.informatik.uni-stuttgart.de/ipvr/vs/Publications/1999-hohlEA-01.ps.gz](http://www.informatik.uni-stuttgart.de/ipvr/vs/Publications/1999-hohlEA-01.ps.gz)

Shared Spaces: Transportation, Artificiality, and.. - Benford, Brown.. (1996) (Correct) (7 citations)

mixed realities. We present an example of a **mixed reality** called the Internet Foyer, an application

interact with them in the virtual world [9]**Augmented reality** systems (e.g. the Head-up Displays

Second, it will use this classification as a **vehicle** for introducing the idea of mixed realities  
[ftp.crg.cs.nott.ac.uk/pub/papers/CSCW96.ps.gz](http://ftp.crg.cs.nott.ac.uk/pub/papers/CSCW96.ps.gz)

Annotating Real-World Objects Using Augmented Reality - Rose, Breen, Ahlers.. (1995) (Correct) (6 citations)

Annotating Real-World Objects Using **Augmented Reality** Eric Rose David Breen Klaus H. Ahlers

where AR is used to annotate parts of an **automobile** engine that are identified by a user. The user

[ftp.gg.caltech.edu/pub/david/ECRC-94-41.ps.Z](http://ftp.gg.caltech.edu/pub/david/ECRC-94-41.ps.Z)

Tinmith-Metro: New Outdoor Techniques for Creating City.. - Piekarski, Thomas (2001) (Correct) (4 citations)

Techniques for Creating City Models with an **Augmented Reality** Wearable Computer Wayne Piekarski and Bruce

believe the user's hands is the most appropriate **vehicle** to communicate with the computer. Finally,

[www.tinmith.net/papers/piekarski-iswc-2001.pdf](http://www.tinmith.net/papers/piekarski-iswc-2001.pdf)

Spatially Augmented Reality - Raskar, Welch, Fuchs (1998) (Correct) (4 citations)

P Milgram and F Kishino. A taxonomy of **mixed reality** visual displays"IEICE (Institute of First International Workshop on **Augmented Reality**, San Francisco, November 1, 1998. alternate appearances on or inside a life-sized **automobile** mockup. The approach could also be used for

[www.cs.unc.edu/~welch/media/pdf/IWAR\\_SAR.pdf](http://www.cs.unc.edu/~welch/media/pdf/IWAR_SAR.pdf)

An Evaluation of Wearable Information Spaces - Billingham, Bowskill, Dyer.. (1998) (Correct) (4 citations)

cues further enhanced performance. KEYWORDS **Augmented Reality**, Wearable Computing, 3D Interfaces, Spatial

maintenance [2]navigational assistance [3] and **vehicle** mechanics [4]In such applications wearables

reducing task time by half in the case of **vehicle** inspection [4] There are unique challenges in  
[www.hitl.washington.edu/publications/r-97-35/r-97-35.ps](http://www.hitl.washington.edu/publications/r-97-35/r-97-35.ps)

Miniature 6-DOF inertial system for tracking HMDs - Michael (1998) (Correct)  
(2 citations)

bottlenecks in virtual environment, **augmented reality** (AR) and teleoperator systems using including inside of confined spaces such as **automobiles** and cockpit simulators. Of course, when this developed for the automotive and remotely piloted **vehicle** markets. These have drift rates ranging from  
[www.isense.com/company/papers/AeroSense98.pdf](http://www.isense.com/company/papers/AeroSense98.pdf)

Notational Support for the Design of Augmented Reality Systems - Dubois, Silva, Gray (2002) (Correct) (2 citations)

Virtuality systems, AV. The notion of **Mixed Reality**, introduced by Milgram and Kishino [13]

Notational Support for the Design of **Augmented Reality** Systems Emmanuel Dubois 1 Paulo

world is not direct. As opposed to **Mixed Reality**, **augmented reality** approaches developed in the HCI  
[www.ksl.stanford.edu/people/pp/papers/Dubois\\_DSVIS\\_2002.ps](http://www.ksl.stanford.edu/people/pp/papers/Dubois_DSVIS_2002.ps)

Remote Driving With a Multisensor User Interface - Terrien, Fong, Thorpe, Baur (2000) (Correct) (2 citations)

L'ecole Polytechnique Fdrale De Lausanne **Augmented Reality Augmented Reality** Is A Variation Of

Polytechnique Fdrale De Lausanne **Augmented Reality Augmented Reality** Is A Variation Of Virtual

telerobots. In particular, the Virtual Environment **Vehicle** Interface (VEVI) combines data from a variety of  
[vrai-group.epfl.ch/papers/ICES00-GT.pdf](http://vrai-group.epfl.ch/papers/ICES00-GT.pdf)

Location and Recovery of Text on Oriented Surfaces - Clark, Mirmehdi (2000) (Correct)  
(2 citations)

by voice synthesis through earphones, or by **augmented reality** glasses which overlay graphics on top of scanner with a point and click camera, **vehicle** navigation and control (recognition of text on  
[www.cs.bris.ac.uk/Tools/Reports/Ps/joey1.ps.gz](http://www.cs.bris.ac.uk/Tools/Reports/Ps/joey1.ps.gz)

Virtually Telling Robots What to Do - Simsarian, Fahlen, Frecon (1995) (Correct)  
(2 citations)

system comes from research in virtual and **augmented reality**, autonomous robotics and computer vision.

on real scenes as well as graphical **vehicle** guidance[15] and enhanced displays for The user enters a virtual world where a robot **vehicle** is graphically located and depicted. This  
<ftp://sics.se/users/kristian/virtual/virtual.ps.Z>

Contextual Awareness, Messaging and Communication in Nomadic.. - Sawhney (1998)

(Correct) (2 citations)

29 2.3 Wearable Computing and Audio **Augmented Reality** 30 2.3.1 Remembrance Agent  
30 2.3.2

navigation and information system for **automobiles**. The faceplate provides buttons and controls

2.2.6 Audio Highway's Listen Up Player 28 2.2.7 In-**Vehicle** Communication and Navigation Systems

nitin.[www.media.mit.edu/people/nitin/papers/..msthesis/nomadic\\_thesis98.ps.gz](http://www.media.mit.edu/people/nitin/papers/..msthesis/nomadic_thesis98.ps.gz)

Improving the Registration Precision by Visual Horizon.. - Behringer (1998) (Correct)

(1 citation)

awareness in an outdoor scenario by **Augmented Reality** (AR) techniques can utilize visual clues

being ported to be operated in an outdoor **vehicle**, using the registration approach described in

[hci.rsc.rockwell.com/Publications/RBiwar98.ps](http://hci.rsc.rockwell.com/Publications/RBiwar98.ps)

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Collaborative Virtual Environments: Managing the Shared Spaces - Zhao, Georganas (2001) (Correct) (1 citation)

design and engineering, collaborative **augmented reality** for sharing spaces, multi-user virtual

the SIMNET project and generated a real-time **vehicle**-level distributed interactive (virtual) simulation system. In SIMNET 7] individual **vehicle** simulators are connected via a computer network,

[www.mcrlab.uottawa.ca/papers/NIS\\_CVE.pdf](http://www.mcrlab.uottawa.ca/papers/NIS_CVE.pdf)

Real World Teleoperation via Virtual Environment Modelling - Milgram, al. (1997) (Correct) (1 citation)

10. Milgram P & Kishino F: A taxonomy of **mixed reality** displays" IEICE Trans. Information and

we review two complementary approaches: **Augmented Reality** TELeManipulation Interface System (ARTEMIS)

the prescribed work activity? Locomotion: remote **vehicle** moves (relatively rapidly) through worksite

[vered.rose.utoronto.ca/publication/1997/Milgram\\_Ballantyne\\_ICAT1997.pdf](http://vered.rose.utoronto.ca/publication/1997/Milgram_Ballantyne_ICAT1997.pdf)

The Importance of Being Mobile: Some Social Consequences of.. - Feiner (1999) (Correct) (1 citation)

Mobile: Some Social Consequences of Wearable **Augmented Reality** Systems Steven K. Feiner Department of

are neither head-worn nor headtracked, such as **vehicle** instrumentation superimposed on the user's view

[www.cs.columbia.edu/graphics/publications/FEINERiwar99.pdf](http://www.cs.columbia.edu/graphics/publications/FEINERiwar99.pdf)

Reality Portals - Akesson, Simsarian (1999) (Correct) (1 citation)

and Constructing Shared Spaces with **Mixed Reality** Boundaries, Transactions on Computer Human

converse of the more well-known technique of **Augmented Reality**. The goals of using video images in the

Similar applications for repairing an **automobile** engine have also been demonstrated with [www.sics.se/%7Ekalle/published/VRST99/reality\\_portals.pdf](http://www.sics.se/%7Ekalle/published/VRST99/reality_portals.pdf)

Making Augmented Reality Work Outdoors Requires Hybrid.. - Azuma, Hoff, III.. (1998) (Correct) (1 citation)

of the First International Workshop on **Augmented Reality** San Francisco, CA, 1 Nov. 1998) Making

such as the CMU VuMan system, have been used for **vehicle** maintenance applications in

outdoor settings.

[www.cs.unc.edu/~azuma/IWARpos.pdf](http://www.cs.unc.edu/~azuma/IWARpos.pdf)

VHS to VRML: 3D Graphical Models from Video Sequences - Zisserman, Fitzgibbon, Cross (1999) (Correct) (1 citation)

the original real image sequence [15]An **'augmented reality'** facility of this type is of use for

The images are acquired by a camera mounted on a **vehicle** moving down a corridor. A three dimensional

Corridor sequence A camera is mounted on a mobile **vehicle** for this sequence. The **vehicle** moves along the

[imogen.robots.ox.ac.uk:20000/~vgg/vggpapers/Zisserman99.ps.gz](http://imogen.robots.ox.ac.uk:20000/~vgg/vggpapers/Zisserman99.ps.gz)

The AMODEUS Project - Esprit Basic (1992) (Correct) (1 citation)

that fall into the category of virtual or **augmented reality** is that they rely on the cognitive is critical, as it serves two roles -as a **vehicle** for expressing the system and user models, and

[ftp.mrc-apu.cam.ac.uk/pub/amodeus/design/id\\_wp55.ps.Z](http://ftp.mrc-apu.cam.ac.uk/pub/amodeus/design/id_wp55.ps.Z)

Software Architecture and Wearable Computing - Kortuem (1996) (Correct) (1 citation)

alike [Boeing 1996]The combination of **augmented-reality**, mobility, and hands-free operation

of complex machinery like airplanes and **vehicles**, quality control and machine operation in on software architecture may provide a suitable **vehicle** for the rapid and principled construction of

[www.cs.uoregon.edu/~kortuem/htbin/download.cgi?/cs/www/home/research/wearables/Paper](http://www.cs.uoregon.edu/~kortuem/htbin/download.cgi?/cs/www/home/research/wearables/Paper)

An Event-Based Data Distribution Mechanism for.. - Augmented Reality And (Correct) Mechanism for Collaborative Mobile **Augmented Reality** and Virtual Environments Dennis Brown,

observe that an environmental feature (such as a **vehicle**) is not where the database indicates it should

[www.ait.nrl.navy.mil/vrlab/pages/./papers/cp\\_VR03a.pdf](http://www.ait.nrl.navy.mil/vrlab/pages/./papers/cp_VR03a.pdf)

Using the Concept of Augmented Reality as a Vehicle for.. - Olav Bertelsen Christina (Correct)

Using the Concept of **Augmented Reality** as a **Vehicle** for Transcending the Desktop

Using the Concept of **Augmented Reality** as a **Vehicle** for Transcending the Desktop  
Tarpit Olav W.

that historically has served as the main **vehicle** for understanding the graphical workstation

[www.daimi.au.dk/~sorsha/Papers/ARmobHCISymp1.pdf](http://www.daimi.au.dk/~sorsha/Papers/ARmobHCISymp1.pdf)

Data Representation and Indexing in Location-Enabled.. - Christian Jensen Simonas (2002) (Correct)

the positions of other nearby players. In such **mixed-reality** games, the real physical world becomes the

generally. Folklore has it that 80-90% of all **automobile** drivers move towards a destination. This

and position-aware "cameras" and "wrist watches, **vehicles** with computing and navigation equipment, etc.

[www.cs.auc.dk/~csj/Papers/Files/2002\\_jensen.pdf](http://www.cs.auc.dk/~csj/Papers/Files/2002_jensen.pdf)

PlaceMemo: Using GPS and Mobile Computers to - Augment The Roads (Correct)

the administrative work. Keywords **Augmented reality**, mobile devices, articulation, prototype

in the vicinity. This is done while driving the **vehicle**. Examples of defects could be "potholes" in the

3.1 Input while mobile The need to stop the **vehicle** in order to either communicate or report is

[www.interactiveinstitute.se/mobility/Files/demoproposal\\_placememo\\_010517.pdf](http://www.interactiveinstitute.se/mobility/Files/demoproposal_placememo_010517.pdf)

Backseat Gaming: exploration of mobile properties for fun - Liselott Brunnberg Mobility (Correct)

environment with digital content to create a **mixed reality** combining the real surrounding with the

content and surrounding road context into an **augmented reality** game. Keywords Mobility, augmented

to the environment seen outside the window of the **vehicle**, the user will for example pass a swamp, an

[www.interactiveinstitute.se/mobility/Files/backseatgaming.pdf](http://www.interactiveinstitute.se/mobility/Files/backseatgaming.pdf)

A Model for Notification Systems - Evaluation---Assessing User Goals (Correct)

systems, heads-up displays (HUDs) and **augmented reality** applications. Collaboration tracking and

of network traffic [Weiser and Brown 1996] in-**vehicle** information systems, ambient media, and

extends to cover more ubiquitous displays, such as **vehicle** and wearable navigation/information systems,

[interruptions.net/literature/McCrickard-TOCHI03.pdf](http://interruptions.net/literature/McCrickard-TOCHI03.pdf)

Exploiting Proximity in Event-Based Middleware for - Collaborative Mobile.. (2003) (Correct)

indoor and outdoor smart environments, **augmented reality**, and traffic management. In a traffic

ambulance might disseminate its location to the **vehicles** traveling in front of it in order to have them

them yield the right of way. In general, inter-**vehicle** communication may contribute to better driver

[www.cs.tcd.ie/publications/tech-reports/./reports.03/TCD-CS-2003-36.pdf](http://www.cs.tcd.ie/publications/tech-reports/./reports.03/TCD-CS-2003-36.pdf)

PERVASIVEcomputing Published by the IEEE CS and IEEE.. - Coping With Uncertainty (Correct)

ARQuake project, 2 and Border Guards from the **Mixed Reality** Systems Laboratory. 3 This article

and B. Thomas, ARQuake: The Outdoors **Augmented Reality** System, Comm. ACM, vol. 45, no. 1, Jan.



a public artwork (in game format) and a research **vehicle** for location-based applications.  
As an artwork,  
[www.equator.ac.uk/Projects/CitywidePerformance/.../PublicationStore/IEEEpervasive.pdf](http://www.equator.ac.uk/Projects/CitywidePerformance/.../PublicationStore/IEEEpervasive.pdf)

International Immersive Projection Technologies Workshop.. - Deisinger Kunz Editors  
(2003) (Correct)

Eurographics Association 2003 Interactive **Augmented Reality** Techniques for  
Construction at a Distance  
with our original system, such as trees, **automobiles**, and concave buildings. Our  
implementation of  
[www.tinmith.net/papers/piekarski-ipt-egve-2003.pdf](http://www.tinmith.net/papers/piekarski-ipt-egve-2003.pdf)

Herding Sheep: - Live System Development (2003) (Correct)

C. GEIGER, M. HALLER, and V. PAELKE, Authoring **Mixed Reality**. A Component and  
Framework-Based Approach, in  
Live System Development for Distributed **Augmented Reality** Asa MacWilliams, Christian  
Sandor, Martin  
navigation [2]vizualization of prototype **automobile** designs [11]machine maintenance [7]  
and  
[www.bruegge.in.tum.de/publications/includes/pub/macwilli2003sheep/macwilli2003sheep.pdf](http://www.bruegge.in.tum.de/publications/includes/pub/macwilli2003sheep/macwilli2003sheep.pdf)

Connecting Automobiles To The Internet - Thierry Ernst And (2002) (Correct)

which support our life in order to offer **augmented reality**. In order to achieve telematics  
and  
Connecting **Automobiles** To The Internet Thierry Ernst And  
to meet the requirements of the ITS applications, **vehicles** must be connected to the  
Internet, permanently,  
[www.sfc.wide.ad.jp/~kei/papers/itst2002-ernst.pdf](http://www.sfc.wide.ad.jp/~kei/papers/itst2002-ernst.pdf)

Surface Modelling Of Urban 3d Objects From Vehicle-Borne.. - Zhao, Shibasaki (Correct)

System)and applications using virtual and **augmented reality**, details of urban out-door  
objects are  
(e.g. 1,6,15]With the development of **automobile** navigation system, 3D GIS (Geographic  
Surface Modelling Of Urban 3d Objects From **Vehicle-Borne** Laser Range Data Huijing  
Zhao A'  
[shiba.iis.u-tokyo.ac.jp/pub/publ/.../member/current/zhao/homepage/marchingcube.pdf](http://shiba.iis.u-tokyo.ac.jp/pub/publ/.../member/current/zhao/homepage/marchingcube.pdf)

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IEEE ITS Council Newsletter (October 2002) - (ed) (2002) (Correct)

improve safety, for autonomous guidance, or **augmented reality** purposes. The program will consist of high

of locomotion, especially human gait and **automobile** driving, virtual rehabilitation of gait

Vol. 4, No. 4, October 2002 CFP: Workshop on "In-**Vehicle** (Cognitive) Computer Vision Systems" by Rita

[www.ce.unipr.it/itsc/newsletters/v4n4.pdf.gz](http://www.ce.unipr.it/itsc/newsletters/v4n4.pdf.gz)

Light Widgets: Interacting in Every-day Spaces - Fails, Olsen, Jr. (2002) (Correct)

the user touches. Ubiquitous Computing and **Augmented Reality** Traditionally, ubiquitous computing and

he is working just to adjust the height of the **vehicle**. Another user might create two light widgets on

[www.iuiconf.org/02pdf/2002-001-0011.pdf](http://www.iuiconf.org/02pdf/2002-001-0011.pdf)

Communication Paradigms for Mobile Computing - Meier (2003) (Correct)

indoor and outdoor smart environments, **augmented reality**, and traffic management typically comprise

of appliances ranging in size from door locks to **vehicle** controllers performing tasks on behalf of their

such as automatically opening doors and routing **vehicles** to their intended destinations.

Emerging mobile

[www.cs.tcd.ie/publications/tech-reports/./reports.03/TCD-CS-2003-23.pdf](http://www.cs.tcd.ie/publications/tech-reports/./reports.03/TCD-CS-2003-23.pdf)

A Framework for Analysing Mobile and Ubiquitous Service - Scenarios Petri Pulli (Correct)

generators, etc. advanced modalities such as **augmented reality**, head-mounted-display and haptic interfaces

to design process. QFD is heavily used in **automobile** industries to design for customer

[paula.oulu.fi/Publications/Submitted/CREST02.pdf](http://paula.oulu.fi/Publications/Submitted/CREST02.pdf)

Visual Interference with a Transparent - Head Mounted Display (Correct)

support a number of applications ranging from **augmented reality** to aircraft inspection

[2,4,5]In this

also be unsuitable for use by someone in a moving **vehicle**. Nevertheless when hands-free operation and

[www.winslam.com/rlaramee/publication/./HMD/laramee01visual.pdf](http://www.winslam.com/rlaramee/publication/./HMD/laramee01visual.pdf)

Reconstructing Urban 3D Model using Vehicle-borne Laser Range .. - Zhao, Shibasaki (2001) (Correct)

System)and applications using virtual and **augmented reality**, there is a growing demand for complete

On the other hand, with the development of **automobile** navigation system, 3D GIS (Geographic

Reconstructing Urban 3D Model using **Vehicle**-borne Laser Range Scanners Huijing Zhao\* shiba.iis.u-tokyo.ac.jp/pub/publ/.../member/current/zhao/homepage/3dim2001.pdf

Situational Visualization - Krum, Ribarsky, Shaw, Hodges, Faust (2001) (Correct)  
of the 2nd International Symposium on **Mixed Reality**, March 2001. 12] Michael R. Macedonia,

Situational Visualization is also an **Augmented Reality** application in that one is simultaneously construction engineering, and even the daily **automobile** commute. In this paper, we define a set of [gromit.resnet.gatech.edu/~dkrum/papers/sit-vis.pdf](http://gromit.resnet.gatech.edu/~dkrum/papers/sit-vis.pdf)

Real-time Cooperative Behavior for Tactical Mobile Robot Teams.. - By (Correct)  
provide force or tactile feedback. He used a **mixed reality** feedback system, with both VR and actual platforms. 2.1 Wearable Computing and **Augmented Reality** A complete robot OCU suitable for field means. A heads-up display in an aircraft or other **vehicle** is a common example, where graphical and textual [www.cc.gatech.edu/ai/robot-lab/tmr/skillsassessment.pdf](http://www.cc.gatech.edu/ai/robot-lab/tmr/skillsassessment.pdf)

Moving Object Graphs and Layer Extraction from Image Sequences - David Tweed And (2001) (Correct)

likely to be useful in applications such as **augmented reality**. Two related tasks need to be tackled when we describe here tackles this issue head on. Our **vehicle** for doing this is the Moving Object Graph (MOG) [www.cs.bris.ac.uk/Tools/Reports/Ps/2001-tweed.ps.gz](http://www.cs.bris.ac.uk/Tools/Reports/Ps/2001-tweed.ps.gz)

VR-Techniques for Industrial Applications - Zachmann (1998) (Correct)

or mixed forms. An example of this is "**augmented reality**"8]the user sees his real environment training architecture walkthrough ergonomics **reality augmented** not yet not no longer high presence

Examples are: repair of a satellite by means of a **vehicle** armed with tools steering of a **vehicle** where [web.informatik.uni-bonn.de/II/ag-klein/people/zach/papers/vr-for-industry.ps.gz](http://web.informatik.uni-bonn.de/II/ag-klein/people/zach/papers/vr-for-industry.ps.gz)

Wearable Devices: New Ways to Manage Information - Billingham, Starnes (1999) (Correct)

where its wearer goes. The second goal is to **augment reality**, for example, by overlaying or audio on the real world. Unlike virtual reality, **augmented reality** seeks to enhance the real aircraft maintenance, navigational assistance, and **vehicle** inspection. The elements of a

wearable computer  
[www.engr.uvic.ca/~seng310/links/./articles/wearable\\_devices.pdf](http://www.engr.uvic.ca/~seng310/links/./articles/wearable_devices.pdf)

Non-User Centered Design of Personal Mobile Technologies - Herstad, al. (2000)  
(Correct)

the use of cellular telephones, pagers, PDAs, **augmented reality** technologies (Butz, Hollerer et al. 1999)  
disciplines. In discussions about virtual reality and **augmented reality**, space is of central concern.  
for investigating the role of the non-user. The **automobile** is used as an example of a personal mobile  
[iris23.htu.se/proceedings/PDF/53final.PDF](http://iris23.htu.se/proceedings/PDF/53final.PDF)

Virtual Environment Modeling by Integrated Optical and .. - Fusiello.. (1999) (Correct)  
[7] A. Fusiello, R. Giannitrapani, V. Isaia, and V. Murino. Virtual environment modeling by  
[ftp.sci.univr.it/pub/Papers/Fusiello/00620437.pdf](http://ftp.sci.univr.it/pub/Papers/Fusiello/00620437.pdf)

URCP: Design and Implementation of a Protocol to.. - Donnelly Barnstedt.. (1999)  
(Correct)

URCP: Design and Implementation of a Protocol to Support the Single  
[ftp.cs.tcd.ie/pub/tech-reports/reports.99/TCD-CS-1999-73.ps.gz](http://ftp.cs.tcd.ie/pub/tech-reports/reports.99/TCD-CS-1999-73.ps.gz)

Proc. American Nuclear Society (ANS) 7 - Topical Meeting On (1997) (Correct)  
developed in our lab 4,5,6 ARGOS is a "**Mixed Reality**" display interface 7 employing calibrated  
April 27-May 1, 1997. Pp. 966-973. 966 An **Augmented Reality** Based Teleoperation Interface For  
general problem of managing a remotely situated **vehicle** or manipulator system is discussed, from the  
[vered.rose.utoronto.ca/publication/1997/Milgram\\_Yin\\_ANS1997.pdf](http://vered.rose.utoronto.ca/publication/1997/Milgram_Yin_ANS1997.pdf)

Multimedia Signal Processing Applications and Systems - Venetsanopoulos, Dumitras (2000) (Correct)  
digital museums Virtual entertainment **Augmented reality** surgery Multimedia distant learning  
are micro{browser capabilities for the Internet, **vehicle** trac and global positioning system{GPS} based  
[www.dsp.toronto.edu/~adrianad/~./art-cscc2k-fin.ps.gz](http://www.dsp.toronto.edu/~adrianad/~./art-cscc2k-fin.ps.gz)

Augmented Reality as a Design Tool for Mobile Interfaces - Bertelsen, Nielsen (Correct)  
**Augmented reality** as a design tool for mobile interfaces  
that historically has served as the main **vehicle** for understanding the graphical workstation is  
[www.daimi.au.dk/~olavb/docs/dis2k.pdf](http://www.daimi.au.dk/~olavb/docs/dis2k.pdf)

Image-Based Walk-Through System for Large-Scale Scenes - Takaaki Endo Akihiro (1998) (Correct)  
Tanikawa 2) and Makoto Saito 2) 1) **Mixed Reality** Systems Laboratory Inc. 6-145 Hanasakicho,

of a town are taken using cameras placed on an **automobile** [3] Figure 1)The **automobile** is equipped with

[www.mr-system.com/publications/papers/vsimm98\\_endo.pdf](http://www.mr-system.com/publications/papers/vsimm98_endo.pdf)

Augmented Performance in Dance and Theater - Sparacino, Wren, Davenport.. (1999)  
(Correct)

Performance" by analogy with the term "**Augmented Reality**, which contrasts "Virtual Reality. In

which are centered on the body as the primary **vehicle** of communication, with the aid of the latest

[www-white.media.mit.edu/~flavia/Papers/theater.pdf](http://www-white.media.mit.edu/~flavia/Papers/theater.pdf)

Models and Mechanisms for Tangible User Interfaces - Ullmer (1997) (Correct)

environments they inhabit. Systems exploring **augmented reality** and ubiquitous computing have begun to

related work lies in the area of "**augmented reality**. **Augmented reality** is broadly concerned with

Incorporated within devices ranging from **automobiles**, water faucets, and telephones, to elevators,

[tangible.media.mit.edu/~ullmer/papers/bau-msthesis.pdf](http://tangible.media.mit.edu/~ullmer/papers/bau-msthesis.pdf)

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Virtual Environment Modeling by Integrated Optical and .. - Fusiello.. (1999) (Correct)  
superimposed on actual images, generating an **augmented reality** representation. Results on a real

Acoustic and optical devices onboard an underwater **vehicle** are used to sense the environment in order to registering data to a model. In this way, **vehicle** pose is derived, and the model objects can be

[taras.dimi.uniud.it/pub/papers/3dim.ps.gz](http://taras.dimi.uniud.it/pub/papers/3dim.ps.gz)

WearCom: A Wearable Communication Space - Billinghamurst, Bowskill, Morphett (1998) (Correct)

aid communication. The result is a portable **augmented reality** communication space with audio enabled

97]navigational assistance [Feiner 97] and **vehicle** mechanics [Bass 97]In such applications

reducing task time by half in the case of **vehicle** inspection [Bass 97]Many of the target [www.hitl.washington.edu/publications/r-97-48/r-97-48.ps](http://www.hitl.washington.edu/publications/r-97-48/r-97-48.ps)

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